

**CLAIMS**

What is claimed is:

1. A method of capturing audio, video, and additional sensory information during an event, comprising:
  - recording a multimedia presentation of the event having video and audio; and
  - combining haptic information simulating the motion experienced during the event with the multimedia presentation recorded.
2. The method of claim 1, wherein the step of recording further comprises the step of recording an event participant's heartbeat simultaneously with the recording of the video and audio.
3. The method of claim 1, wherein the step of combining further comprises the step of synchronizing the haptic information with the multimedia presentation recorded.
4. A system of recording and distributing a multimedia presentation of an event experienced by a participant, comprising:
  - at least one digital camera for recording the event experienced by the participant in a video presentation;
  - a haptic information generator for generating signals simulating the motion experienced at the event;
  - a processor for combining the haptic information with the video presentation forming the multimedia presentation; and
  - a wireless transmitter for transmitting the multimedia presentation to a portable communication device.
5. The system of claim 4, wherein the system further comprises a heart monitor for recording the heart beat of the participant simultaneously with the recording of the event.

6. The system of claim 4, wherein in the event is selected from the group comprising an amusement ride, a parachute jump, a concert, a sporting event, and a travel adventure.

7. The system of claim 4, wherein the event is an amusement ride and the haptic information is a predetermined signal.

8. The system of claim 4, wherein the event is recorded from the perspective selected from the group comprising the participant's face and the participant's visual field.

9. The system of claim 4, wherein the system further comprises a distribution computer that uploads the multimedia presentation and synchronizes the multimedia presentation with the haptic information.

10. The system of claim 5, wherein the system further comprises a distribution computer that uploads the multimedia presentation and a heart rate file generated from the heart monitor and synchronizes the multimedia presentation with the haptic information.

11. The system of claim 9, wherein the system further comprises a monitor for viewing at least a portion of the multimedia presentation.

12. A device for ordering, receiving, and playing a multimedia presentation, comprising:

a transceiver;

a display;

a vibration device; and

a processor coupled to the transceiver and the display, wherein the processor is programmed to:

selectively receive the multimedia presentation over the air, wherein the multimedia presentation contains haptic information synchronized with the multimedia presentation; and

selectively activate the vibration device in accordance with the haptic information.

13. The device of claim 12, wherein the device further comprises a light source coupled to the processor and wherein the multimedia presentation contains a heart rate file used by the processor to selectively activate the light source.

14. The device of claim 12, wherein the device further comprise a transducer for providing an audio output of the multimedia presentation.

15. The device of claim 12, wherein the device is selected from the group comprising a cellular phone, a computing device coupled to a wireless local area network, a data transceiver, a smartphone, and a video camera having a wireless link.

16. The device of claim 12, wherein the processor is further programmed to perform a credit card transaction with a vendor of the multimedia presentation.

17. The device of claim 12; wherein the transceiver is a wireless local area network transceiver.

18. The device of claim 13, wherein the light source is at least one light emitting diode.

19. The device of claim 13, wherein the processor is further programmed to determine when the device is capable of using an audio source, the light source, and the vibration device as a motion source and accordingly provides the multimedia presentation with the respective sources.

20. A method of distributing a multimedia presentation of an event to an event participant, comprising the steps of:

recording a multimedia presentation of the event having video and audio;

combining haptic information simulating the motion experienced during the event with the multimedia presentation recorded;

presenting at least a portion of the multimedia presentation along with an identifier to the event participant; and

offering the multimedia presentation to the event participant for purchase.

21. The method of claim 20, wherein the method further comprises the step of wirelessly downloading the multimedia presentation to a portable communication device upon completing a purchase transaction.

22. The method of claim 20, wherein the step of recording further comprises the step of recording an event participant's heartbeat simultaneously with the recording of the video and audio.

23. The method of claim 20, wherein the step of combining further comprises the step of synchronizing the haptic information with the multimedia presentation recorded.

24. The method of claim 20, wherein the step of offering comprises wirelessly transmitting an offer to a portable communication device.

25. A method of distributing a multimedia presentation of an event to an event participant, comprising the steps of:

recording a multimedia presentation of the event having video and audio;

presenting at least a portion of the multimedia presentation along with  
an identifier to the event participant;

offering the multimedia presentation to the event participant for  
purchase; and

wirelessly downloading the multimedia presentation to a portable  
communication device upon completing a purchase transaction.